

IN THE CLAIMS:

1. (CURRENTLY AMENDED) A method for providing an interaction between a user of an electronic device (300), and the electronic device, said device comprising an user interface and a motion sensor (314) capable of detecting three dimensional motion, characterized in that the method comprises
 - the user providing a gesture by touching the device, said gesture comprising at least one component of the three dimensions,
 - the motion sensor (314) of the device (300) detecting said gesture and
 - the device (300) providing a feedback in response to said gesture detection.
2. (ORIGINAL) A method according to claim 1, characterized in that said gesture selects a function of the device.
3. (ORIGINAL) A method according to claim 1, characterized in that said gesture activates a function of the device.
4. (CURRENTLY AMENDED) A method according to claim 2 ~~or 3~~, characterized in that said function is a scroll of a list in the user interface of the device.
5. (ORIGINAL) A method according to claim 1, characterized in that said gesture moves a game cursor on the display of the device in two dimensions.
6. (ORIGINAL) A method according to claim 5, characterized in that a further gesture in a third dimension of the device accepts the move made by the user in two other dimensions.
7. (ORIGINAL) A method according to claim 2, characterized in that said selection is confirmed by said feedback.
8. (ORIGINAL) A method according to claim 3, characterized in that said activation is confirmed by said feedback.
9. (CURRENTLY AMENDED) A method according to claims 7 ~~and 8~~, characterized in that said feedback is at least one of the following: a tactile feedback, an audible feedback or a visual feedback.

10. (CURRENTLY AMENDED) An electronic device ~~(300)~~ for providing interaction between a user of said electronic device, said device comprising an user interface and a motion sensor ~~(314)~~ capable of detecting three dimensional motion, characterized in that the device comprises

- detecting means ~~(301, 302, 314)~~ for detecting a gesture comprising at least one component of the three dimensions which gesture is provided by at least one touch of the user
- feedback means ~~(301, 302, 315)~~ for providing a feedback in response to said detected gesture.

11. (ORIGINAL) A device according to claim 10, characterized in that said detecting means are arranged to select a function in response to said detected gesture.

12. (ORIGINAL) A device according to claim 10, characterized in that said detecting means are arranged to activate a function in response to said detected gesture.

13. (ORIGINAL) A device according to claim 11, characterized in that said feedback means are arranged to inform the user about the confirmation of said selection.

14. (ORIGINAL) A device according to claim 12, characterized in that said feedback means are arranged to inform the user about the confirmation of said activation.

15. (CURRENTLY AMENDED) A device according to claims 13 and 14, characterized in that said feedback means are arranged to provide at least one of the following feedback: a tactile feedback, an audible feedback or a visual feedback.

16. (ORIGINAL) An electronic device according to claim 10, characterized in that said gesture is arranged to move a game cursor on the display of the device in two dimensions.

17. (ORIGINAL) A method according to claim 16, characterized in that a further gesture in a third dimension of the device is arranged to accept the movement made by the user in two other dimensions.

18. (CURRENTLY AMENDED) A device according to ~~any of~~ claims 10 ~~to 17~~, characterized in that said device is at least one of the following: a portable game console or a wireless communication device.

19. (CURRENTLY AMENDED) A computer program product for an electronic device (300) for providing interaction between a user of said electronic device, said device comprising an user interface and a motion sensor (314) capable of detecting three dimensional motion, characterized in that the computer program product comprises

- computer program code for causing the device to detect at least one gesture of the user touching the device, said gesture comprising at least one component of the three dimensions,
- computer program code for causing the device to provide a feedback in response to said detected gesture.